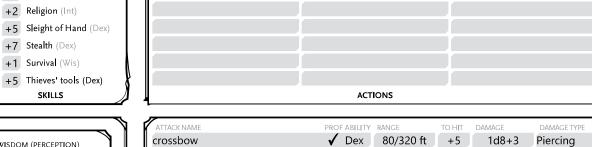
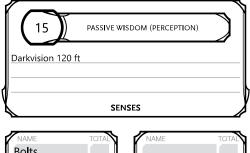
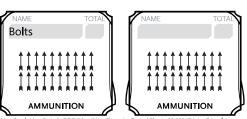


REACTIONS

DESCRIPTION







ATTACK NAME	PROF ABILITY	' RANGE	TO HIT	DAMAGE	DAMAGE TYPE
crossbow	√ Dex	80/320 ft	+5	1d8+3	Piercing
Ammunition, two-handed; Sneak and ESCRIPTION	attack 1d6				
Dagger	√ Dex	Melee, 20/60 ft	+5	1d4+3	Piercing
Finesse, light, thrown; Sneak attac	k 1d6				
Hand Crossbow	√ Dex	30/120 ft	+5	1d6+3	Piercing
Ammunition, light; Sneak attack 1	d6				
A	TTACKS: WEAR	ONS & CANTRIP	s		

Rogue, level 1:					
• Expertise (Rogue 1, PHB 96) [with	two skills]			/ F	
I gain expertise with two skills/thieves' tools I am proficient with; two more at 6th level					
• Sneak Attack (Rogue 1, PHB 96) [I
Once per turn, I can add damage				V	\
	ly is within 5	ft of the target and I don't have disad	lv	PERSONALITY TRAITS	
◆ Thieves' Cant (Rogue 1, PHB 96)			.	~	 ~₁
I know the secret rogue language	that I can us	e to convey messages inconspicuous	ly		—— I
				IDEALS.	—— I
				IDEALS	
				~	$\overline{}$
				BONDS	
					1
				FLAWS	
				Feature Name: Watcher's Eye	
				•	realiere
				My experience in enforcing the law, and dealing with lawl gives me a feel for local laws and criminals. I can easily fin	
				outpost of the watch, guards or a similar organization, an	
				easily pick out the dens of criminal activity in a communit	
				more likely to be welcome in the former locations rather t	
				latter, however.	
				BACKGROUND FEATURE	
				Svirfneblin (+1 Dexterity, +2 Intelligence)	
				Similar (* * * 2 sixterity), * 2 jinteringentee)	
				Stone Camouflage:	
				I have advantage on Dexterity (stealth) checks to hide in	rocky
				terrain.	
	CLASS FE	ATURES	J	RACIAL TRAITS	
	CERSSIE	ATORES		MACIAL MAIIS	
	11		1 1		$\overline{}$
ADVENTURING GEAR	# LB	ADVENTURING GEAR	# LB	ADVENTURING GEAR # LB	20
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)
					P
				WEIGH	IT CARRIED
				ATTUNED MACICAL ITEMS	JMBERED - 80 l b
					- 80 ID ENCUMBERED
					120 l b
				PUSH	DRAG/LIFT
SUI	BTOTAL		UBTOTAL	SUBTOTAL 121	- 240 l b